

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

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INSTALLING THIEF: THE DARK PROJECT

✚ Installing Thief: The Dark Project is easy. Simply insert the CD into your CD-ROM drive. After a few seconds, the Sold Out Installer will appear:

NOTE:

In the event the Launch Panel does not appear when you insert the CD:

- ✚ Double-click on the My Computer icon, then double-click on the CD-ROM icon, and lastly double-click on the SETUPNOW.EXE file to bring up the launch panel OR:
 1. Click on the START button.
 2. Choose Run from the ensuing pop-up menu.
 3. Type d:\setup.now.exe in the box provided (where d: designates your CD-ROM drive letter).
 4. Click on the OK button to begin the install program.
- ✚ Click on the Install button to begin the installer. The Welcome Panel will then appear.
- ✚ Click on the Next button to proceed with the installation. The program will guide you through the remaining process via onscreen prompts.
- ✚ You will initially be prompted to select the path and directory to which you wish to install the game on your hard drive.
- ✚ The default is C:\Thief. Click on the Next button to accept the default destination, or click on the Browse button to type in a new location in the box provided.
- ✚ You will be prompted to enter the name of the Programme Folder you wish to create if you do not want the default "Thief" folder.
- ✚ The installer will check to see if your machine requires the Intel Codec 5 to be installed. If it is determined that this Codec is not installed, the Intel Codec 5 installer will be invoked. Follow the prompts to install the Intel Codec 5.

- ✧ The installer will check to see if your machine requires DirectX 6.0 to be installed. If it is determined that the DirectX 6.0 installation is required, the Install DirectX Information Panel will appear.
- ✧ Click on the Install DirectX button to proceed with the installation. (You may also elect to not install DirectX, but you will not be able to play the game). The installer will automatically check to check to see if DirectShow is needed, and install it if needed.

If you are experiencing difficulties installing Thief: The Dark Project, please consult the Troubleshooting and Performance Issues section of the ReadMe File.

UN-INSTALLING THIEF: THE DARK PROJECT

If you need to un-install Thief: The Dark Project, you may do any of the following three things:

1. Insert the CD into the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch Panel. Click on the un-install button and follow the prompts.
2. Click on the START button from the Windows 95 taskbar. Choose Programs from the pop-up menu. Drag your mouse to the right and click on "Thief", or the folder name you choose at install time. Click on un-install Shield from the ensuing pop-up menu and follow the onscreen instructions.
3. Go to the Control Panel and choose Add/Remove Programs. Click on Thief: The Dark Project, select the Add/Remove button, and follow the onscreen prompts. If you are experiencing difficulties un-installing Thief: The Dark Project, please consult the Troubleshooting and Performance Issues section of the ReadMe File.

THIEF: THE DARK PROJECT

“Dig your hands into the earth, and then let the clay and dirt fall to the ground. After a year's passing, can you find that clay again? But drop a stone block, a beam, a fired brick; it will persist a year, and another hundred years beside.”

⌘ The Book of the Hammer

“Vines will twine to drink out the life of the manfools, and where the blood of trees is spilled the Leaf-man rises and topples the towers. His will make the trees to grow again, his roots and branches thirsting and blood to drink in the joy of open sky.”

⌘ unattributed Trickster scroll

“The world is a great scale, which must stay in balance, in the face of forces seeking to skew its arms. A collection of knowledge is a set of weights, to be added to one side of the scale or the other, as necessary. Our task is to place the weights, slowly, carefully, over centuries, in order that the balance be preserved.”

⌘ excerpt from the lectures of the Keeper Loremaster




INTRODUCTION

In Thief: The Dark Project you play the character of Garrett, a hardened thief of the highest calibre. Shadows and silence are your allies. Light is your enemy. Stealth and cunning are your tools. And the riches of others are yours for the taking.

You ply your trade in the City, preying on the rich nobility and corrupt merchants, who are no more deserving of their worldly goods than a hard-working thief. You have a reliable fence, named Cutty, who's always on the lookout for good jobs. So far, he's never let you down.

Every job comes with some danger. Being a thief means always being one misstep away from finding an angry guard bearing down on you with a drawn blade. For these unfortunate moments, you carry a sword yourself. A blackjack and a short-bow are also part of your arsenal. Fighting is usually not your first choice, but sometimes it's the only option.



More often, however, the road to riches is dark and silent. You will have tools designed to deceive your enemies, tools which can better keep you out of danger, and tools to help you get into hard-to-reach places. You are a thief, not a warrior. So keep your wits about you, and you won't lose your head.

GAME SCREENS

Main Menu

- NEW GAME** - starts a new game of Thief: The Dark Project. Typically, you'll only ever press this button once. It will present you with a "New Game" screen, detailed below.
- LOAD GAME** - brings up a screen from which you can load a previously saved game.
- OPTIONS** - brings up a screen from which you can adjust video settings, sound and music volume, etc. These are detailed below.
- PLAY INTRO** - replays the game's intro sequence.
- CREDITS** - shows you the names of all the people who worked to bring you Thief: The Dark Project.
- QUIT** - quits.

New Game Screen

This is where you choose your difficulty level. It defaults to "Normal", but if you want more of a challenge, you can select "Hard", and if you're feeling exceptionally stealthy, choose "Expert." For your first time playing Thief: The Dark Project, we strongly recommend that you begin with the Training Mission. The Training Mission introduces you to some key concepts of stealthy gameplay, and will help you understand how to succeed. If you've played Thief: The Dark Project before, or are just overconfident, you can skip this mission.

Options Screen

CONTROLS - brings up a screen from which you can reconfigure your input controls. To re-map a control function, click on the function, then click Bind, and then select the new key or button.

VIDEO OPTIONS - brings up a screen from which you can set various video options, such as hardware on/off, resolution mode, and gamma correction. Proper gamma correction (screen brightness) is vital for the most enjoyable Thief: The Dark Project experience. Given that different monitors and video cards exhibit a wide range of gamma values, it is important to understand the optimal setting for gameplay. The ideal gamma settings allow you to see the basic outline of terrain and objects even in deep shadow, but only barely. Darker settings than this won't allow you to see where you're going in dark areas (of which there are plenty in Thief: The Dark Project), and brighter settings tend to wash out shadows, making it hard to tell where you're safe from detection and where you're exposed. Also, dark shadows look a lot cooler. The easiest way to set your gamma is to start the training mission and go into the first large hall, where you are instructed to avoid the light. Adjust the gamma with the + and - keys on your keyboard until you can barely see the outline of the walls in deep shadow. It will probably be helpful to adjust your monitor brightness as well. You can also use the Gamma slider on the Options:Video panel to adjust your settings.

Note: under DirectX6, it is possible to directly adjust the gamma settings of supported 3D hardware accelerator cards. If your card supports this feature, the Thief gamma controls will address it. At the time of printing, many graphics cards manufacturers had not yet released fully DirectX6-compliant drivers. For up-to-date information about supported cards, consult the ReadMe, or visit the LookingGlass website tech support area. If your 3D accelerator card does not support this feature, you should be able to adjust your gamma settings by going to Settings/Control Panel/Display from your Windows taskbar.



AUDIO OPTIONS - brings up a screen from which you can set various audio options, such as sound-effect volume, number of available channels, and hardware acceleration. Sound plays an important role in Thief: The Dark Project. When you're sneaking around some guy's house at night, you want to be able to hear which direction the armed guard is coming from, how close he is, and what sort of surface he's walking on. If your sound card supports hardware acceleration using DirectSound3D, we strongly recommend that you use it while playing Thief: The Dark Project. Turning on this option will also enable 3D positional audio (such as A3D) on supported cards, which significantly enhances the Thief: The Dark Project experience. If you're not sure if your sound card supports DirectSound3D, or are unsure of how to get it working, refer to the documentation that came with it. You kept all that stuff, right?

In-Mission Menu

You can bring up the following menu of options in the middle of a mission, by pressing the ESC key:

- CONTINUE:** go back to playing the mission.
- OPTIONS:** takes you to the options menu, described above.
- SAVE GAME:** lets you save your game.
- LOAD GAME:** lets you load a previously-saved game.
- RESTART:** restarts the mission.
- MAP:** brings up your mission map.
- OBJECTIVES:** brings up your mission objectives, with information about which (if any) you've completed.
- QUIT:** quits the mission.

Difficulty Level and Mission Objectives

Before each mission, you'll have the opportunity to set the Difficulty Level at which you'll play that mission. Your options are "Normal," "Hard," and "Expert." You cannot change Difficulty in the middle of a mission, so be prepared to live with your choice. Your Difficulty Level will determine the Mission Objectives for that mission. Often, you will need to collect a certain minimum of loot at the harder levels. Sometimes there will be



additional objectives, like obtaining a specific treasure, or performing an important task. At the “Expert” level, you will often be obliged to play through the mission without killing any of your fellow human beings. You can click on the different Difficulty Levels to see what the Mission Objectives will be on each, before you make your decision. Beware: in addition to requiring more difficult objectives, the harder levels may present extra challenges. Doors that were unlocked may now be locked, healing potions and other useful items may be absent, and enemies may be more numerous and powerful!

Loadout

Before each mission starts, you’ll go through a loadout screen, in which you can see the tools you’ll have for the upcoming mission.

- The left column of this screen shows your starting gear. This will vary from mission to mission.
- The right column shows you a selection of items for sale.
- The centre column shows you what items you have purchased so far.

Clicking on an item in any of these columns will select it, and bring up a short description of the item, along with its price. To purchase an item, click on it in the “For Sale” column, and then click the left-facing arrow button to move it into the “Purchased” column. This will decrease your Cash total (shown below your starting gear) by the price of your purchase. If you change your mind about a purchase, click on its icon in the “Purchased” column, and move it back to the store with the right-facing arrow button. (This will also give you your money back.)

From the Loadout Screen, you can replay the briefing, and review the mission goals. Money can only be spent in the mission immediately following the one in which you find it. Similarly, items found or purchased do not carry over to the next mission. Therefore, there is no benefit in not spending all of your money during each loadout session, and there is no benefit in purposefully not using items you’ve purchased. Live for the present!



Weapon

Inventory

Health

Air Supply
(underwater only)

Visibility gem

MOVEMENT

Walking and Running

As a thief, you will spend a majority of your time walking, or prowling, as they say in the trade. Running is useful for getting out of trouble once you've gotten into it, but most of the time, walking is safer. This is because running is noisy, and you will be easily noticed. When walking, you are less likely to be seen and heard by others, which is usually preferable. The default mappings for movement controls are provided at the back of the manual.

Climbing

Expect to spend some of your time jumping up on walls, and climbing ladders and ropes. There are two different ways to climb: scaling and mantling. Scaling means climbing up ropes and ladders. Mantling is when you pull yourself up onto a high surface.

To scale, position yourself in front of the object or surface you want to climb, and jump into it. This will "stick" you to that object or surface. To mount a ladder from the top, simply walk carefully over the top of the ladder. Once you are in this climbing mode, the walk and run keys will move you along the

ladder/rope/climbable surface, in the direction you are facing. If you want to ascend a ladder or rope, look up, and move forward. To descend, look down and move forward. Jumping while in scaling mode will cause you to let go of the object or surface you are scaling.

To pull yourself up onto a ledge (mantling), you need to face the ledge and move right up to it, then jump. Note that you have to hold down the jump button the whole time you are mantling. This is also how you pull yourself up out of water.

Swimming

Sometimes, swimming is the only means of getting where you need to be. Other times, the water makes a good temporary hiding place. Just remember that splashing around in the water makes noise, and can draw unwanted attention to your position.

Swimming is easy: just face the direction you want to swim, and move forward. When you want to leave the water, swim to a ledge low enough for you to climb, and jump.

Current: Some water will have current, which will be visibly apparent. Swimming against the current will be slower than swimming with the current, and if a current is too strong, it will be impossible to make upstream progress.

Drowning: Stay underwater too long, and you'll drown. While you're underwater, you'll see a row of bubbles appear on the lower-right portion of the screen. These bubbles represent your air supply. As you stay underwater, these bubbles will slowly disappear. When there are no more bubbles, you'll start drowning, and taking damage.

INTERACTING WITH THE WORLD

Using objects in general

Most objects in Thief: The Dark Project can be used in some way. There is a single use button (the default is the right mouse button) which is used on all such objects. What happens when you use an object depends on the object - if you use an unlocked door, the door will open. If you use a piece of treasure, you'll take it. If you use a book, you'll read it.

Using objects in the world

To use an object in the world, centre it in the 3D view. When an object is centred, it will light up. Pressing the use button will use the highlighted object. When you use an object in the world, one of two things will happen, depending on the type of object it is:

- ❖ The object will be manipulated right there in the world. Things like doors, levers, and holy water fountains fit this description. You cannot use these “fixed” objects while you have an inventory item selected (see below).
- ❖ The object will be picked up and put into your inventory. Things like arrows, treasure, skulls, keys, and potions go into your inventory when used. You'll see a spinning picture of the object at the bottom of the screen, what type of object it is determines its exact location.

When objects go into your inventory, they're either weapons, general inventory, or junk. Weapons are things that you swing at people or shoot from your bow, using the attack button (see Combat below). General inventory is anything that's not a weapon, but you want to hang on to anyway. Maybe it's valuable loot, or maybe it's something you can carry around and use later with the use button. Junk is anything you wouldn't want to hang on to, but might want to move around, like corpses or debris, or possibly throw to distract or injure an enemy. The only effect of using junk once you've picked it up is to throw or drop it, and while you're carrying junk you can't attack, or use general inventory items. The use button will throw junk, and the release key (default: R) will drop junk, which is generally quieter. (Note: weapons will appear in the bottom left corner of the screen, junk in the bottom centre, and general inventory in the bottom right.)

Using objects in your general inventory

Anything that you've picked up which isn't a weapon or junk will be in your general inventory. You can cycle through your inventory items with the TAB key. The item that appears in the lower right corner of the screen is your currently selected inventory item. If you have more than one of the same kind of object in your general inventory, you'll see the total number you have next to the item. If you have picked up more than one

“loot” object, you’ll see the total value of all the loot you have. (Note: loot and treasure items go into your inventory, but cannot be used.) To use your selected inventory item, press the use button. If it’s a potion, this will drink it. If it’s a scroll, this will read it. If it’s a flashbomb, this will toss it into the world. And so on.

Inventory items will only stay on screen for five seconds after they are selected. If there is no item highlighted in the world, and you have no inventory item selected, hitting TAB will select the last inventory item you had selected.

Using inventory objects with objects in the world

Some objects in your inventory (like keys) can be used on objects in the world. To use (for example) a key on a door, select and use the key. The key icon will zip to the centre of the screen, indicating that it can be used on other objects. Then centre the door on your screen, so that it becomes highlighted. Using the door while your key is centred will use the key to open the door.

Picking pockets

The great thing about being a thief is that you can pick up things that someone else foolishly thinks they’re hanging on to. Of course, the pocket hasn’t actually been invented yet, but many people will have a key or a purse of coins hanging at their hip. If they don’t know you’re there, you can take their possessions right off their belts! This works just as if the object were located out anywhere else (see Using objects in the world, above), the only problem being getting close enough to remain undetected by the object’s onetime owner!

COMBAT

Sometimes, thieving can be made easier by a measured application of force. Usually, this means a stealthy sword-blow from behind, or a well-placed arrow shot from a place of concealment. In a desperate situation, a frontal one-on-one melee may be the best option. Hey, it’s always good to keep your options open! To attack with any weapon, use the attack button. (The default is the left mouse button.)

The Sword

To draw your sword, press the “1” key. You’ll see a spinning sword in the lower left corner of the screen, showing you the currently selected weapon. While your sword is drawn, you will move slightly slower than your normal speed, and you will be more visible to enemies. Also, remember that people in the world who might otherwise ignore you could become alarmed if you have your sword drawn.

To attack with the sword, press and hold the attack button to draw back the blade, and release the button to swing. The amount of time you hold down the button will determine the height and ferocity of the swing:

- Keeping the attack button down for a shorter amount of time executes a left-to-right or right-to-left slash.
- Keeping the attack button down for a longer period of time executes a powerful overhead slash.
- You’ll see the sword move to different positions as you hold down the attack button.
- To execute a block, press the block key (default: F).

The Bow

To ready an arrow, first select the type of arrow you wish to fire, using the 3 through 9 keys. (3 is for the standard broadhead arrows; the other numbers are for special types of arrows, described below.) You’ll see an image of the arrow in the lower left corner of the screen, showing you the currently selected weapon. While your bow is drawn, you will move much slower than your normal speed, and be more visible to your enemies. As with the sword, walking around with your bow drawn back might make some people nervous.

To draw the bow, press and hold the attack button. The longer you hold down the attack the further back you’ll draw the string, and the further the arrow will go when you release it. When the onscreen bow reaches its full extension, you’ve reached maximum power.

After the bow has been fully drawn for a few seconds, your view will zoom in on your target, making it easier to line up a shot. A few seconds after that, your arm will grow tired; the sight on the bow will wobble slightly, and then you will automatically put the bow down. Once this happens, you can immediately draw the bow again.

Use the sight on the bow to aim the arrow. It will take some practice to learn how high or low you should aim, and how much you should lead moving targets.

The Blackjack

The blackjack is a blunt club-like weapon, used for knocking a foe unconscious quickly and quietly. It has the disadvantages that you must get right up behind an enemy to use it, and that it won't work on alerted and armed foes. Its big advantages are that 1) your target won't have time to scream and potentially alert other nearby enemies, and 2) using a blackjack won't leave messy bloodstains, which could be noticed by others. Also, the blackjack will not slow you down when readied. Lastly, unlike with the other weapons, having the blackjack readied will not make you more visible to enemies.

To ready the blackjack, press the “2” key. You will see a picture of the blackjack in the lower-left corner of the screen, showing that as your currently selected weapon.

Press and hold the attack button to draw back the blackjack, and release the button to swing. Remember to aim for an opponent's head, swatting them in the legs is unlikely to knock them out. Also, don't bother using the blackjack on any sort of creature without a head. Assuming there are any. To put away any readied weapon, press the “~” key.

Your Health

Being a thief is a dangerous business. Get hit with a foe's weapon, or fall a long distance, or go swimming in lava, and you'll take damage. Your health is represented by a row of red shields on the bottom left corner of the screen. As you take damage, these shields will disappear one by one. When you run out of shields, you're dead. So don't do that.

Player Tools

In addition to having a sword, a bow, and a blackjack, Garrett will sometimes have other tools at his disposal. Each of these exist in limited quantities, so use them wisely.

ARROWS

In the world of Thief: The Dark Project, there are seven types of arrows, described in detail below. Broadhead arrows are conventional in nature and are provided in all missions. Other arrow types, water arrows, fire arrows, gas arrows and moss arrows are added to your inventory when you pick up a crystal of the appropriate type. (Water Crystals add water arrows, Fire Crystals add fire arrows, Air Crystals add gas arrows, and Earth Crystals add moss arrows.) You can also find or purchase rope arrows and noisemaker arrows, which do not require crystals.

To use an arrow, make it your currently-selected weapon using the appropriate key. Now the bow will automatically shoot that type of arrow until a) you run out of them, or b) switch to a different weapon.

The arrow hotkeys are:

- | | | |
|---------------------|----------------|----------------------|
| 3 - Broadhead Arrow | 6 - Moss Arrow | 8 - Rope Arrow |
| 4 - Water Arrow | 7 - Gas Arrow | 9 - Noisemaker Arrow |
| 5 - Fire Arrow | | |

Water Arrow - Water arrows' primary use is to extinguish torches, creating more darkness and shadows in which to hide. They can also be used to wash away incriminating blood stains from any surface, and can be used with Holy Water (see below) to create arrows which are highly effective against undead.



Fire Arrow - Unlike ordinary arrows, fire arrows will travel in a flat trajectory until they hit something. At their point of impact, they explode, doing damage to everything in the vicinity, and burning flammable objects. No, they're not very stealthy, but they're good for creating a distraction, and they do a lot of damage. Sometimes a fiery explosion is exactly what you want. Fire arrows can also be used to re-light extinguished torches.



Moss Arrow - When a moss arrow strikes a surface, it blossoms into a patch of soft moss. When this moss drops to the ground (assuming you didn't just shoot it at the ground to begin with), it will sprout a number of smaller moss patches in that vicinity. Walking on these moss patches makes almost no noise whatsoever. So if you need to sneak up on a guard, but to do so means crossing a tile floor, covering the tile with moss will allow you to make your approach in silence.



Gas Arrow - Gas arrows are extremely potent. They create a small cloud of knock-out gas at their point of impact, which will render all humans and some creatures unconscious. If you're good, you can knock out multiple targets with one gas arrow, but the targets have to be close together. Like fire arrows, gas arrows fly in a flat trajectory.



Two pieces of advice:

1. Gas arrows are expensive and generally hard to come by, so don't waste them.
2. If you accidentally fire one into a close-by surface, you'll probably catch yourself in the gas cloud, which will do you some damage, and frankly be downright embarrassing.

Rope Arrow - Rope arrows can only be fired successfully into wooden or earthen materials. When they hit, they will embed themselves in the struck surface, and a rope will extend straight downward from the point of impact. These ropes can be climbed just like ladders (see climbing above).



Noisemaker Arrow - Noisemakers are used for distraction. Upon impact, they will start making an odd noise, and so can be used to draw guards away from places you want to go. Remember that when someone discovers the true source of the noise, they'll probably grow a bit suspicious.



THE FINE ART OF LOCKPICKING

There are times when the hard-working thief needs to get through a locked door, and the key is not readily available. For this eventuality, a good pair of lockpicks is the connoisseur's tool of choice. Some locks are quite simple. Select either one of your picks, use it on the door, and then hold down the use button until the handle moves. While you are using the pick, the handle of the door will jiggle and move towards its unlocked position, and you'll hear the sound of progress being made. After a few seconds, the handle will turn completely, you'll hear a satisfying click, and the door will open.

Other locks are more complex, and will require a specific pick. If you try using one lockpick, and hear only a single short click, try the other pick. The most complex locks require the use of both picks. Sometimes, you'll use a pick for a few seconds, and the handle of the door will only move part of the way. If this happens, try changing picks to complete the job. Some locks are so well constructed that you may need to change lockpicks more than once, as each use of a pick only gets you part way through the lock. If you try using a lockpick on an unlocked, unpickable or open door, you will hear a single short click.

BOMBS AND MINES

To use a bomb or a mine, make it your currently-selected inventory item, and press the use button. This will throw it out in front of you, into the world.

Flash Bomb

- A flash bomb will burst on impact with any surface or object, and temporarily stun any creature (well, any creature with eyes) that can see the explosion. If you are looking at the detonation, you'll experience some visual side effects.



Explosive Mine

- An explosive mine will sit around waiting for something to wander by, and then explode, doing a great deal of damage and making a great deal of noise. Like fire arrows, they're not very stealthy, but can be highly effective in the right situations.



Gas Mine

- Gas mines are used just like explosive mines, but instead of exploding when triggered, they release a cloud of potent knock-out gas. (See gas arrows above.)



POTIONS

- Healing Potion** - This does exactly what you think it does. Select it as your inventory item, and right-click to drink it.

- Air Potion** - This potion provides an extra gulp or two of air, which is useful when you're underwater and have been holding your breath for too long. Select it as your inventory item, and right-click to swallow it.

- Holy Water** - You don't actually drink Holy Water. Instead, using a vial of Holy Water will turn all of your Water Arrows (assuming you have any) into Holy Arrows, which are extremely potent against the Undead. Note that this transformation only lasts for 30 seconds, after which your Water Arrows revert to normal.
- Speed Potion** - Drinking this potion will give you an extra burst of speed, but only for a short time. It's just the thing if you need to flee from trouble. It's also useful for chasing someone down, before they can run off and warn their friends about you.

THE COMPASS

The compass is a tool you'll have on every mission. To use it, select it as your current inventory item. It will turn as you turn, with the red pointer always indicating north. (On all of your mission maps, the tops of the pages are north.) Since you may not have detailed knowledge of all the locations you'll visit during the game, the compass is an extremely useful navigational aid.

THE VISIBILITY GEM

There is one other important tool, which is in effect all the time. This is the visibility gem, a yellow gemstone at the bottom centre of the screen. The visibility gem is used to measure your current level of visibility, which is affected by a number of things: light level, movement speed, and whether or not you have a weapon drawn are among the things that impact your visibility. If you are running directly under a street lamp with your sword drawn, the gem will be at full brightness. If you are standing still in a deep shadow with your sword and bow put away, the gem will be dark. The gem has several grades of brightness, which correspond to different levels of visibility. If you're not sure how easy you are to see at any given moment, check the visibility gem.

HINTS/TACTICS

You are not a tank.

The most important thing to remember about Thief: The Dark Project is that you are not an unstoppable fighting machine. If you're planning on making bold frontal assaults on multiple foes at once, go get fitted for your coffin now.

Try to be invisible.

The best way to stay alive is stay out of sight. There are many ways to avoid the notice of your enemies:

- Stick to the shadows, and avoid brightly-lit places when possible.
- You're more visible when you're moving than when you're standing still.
- You're more likely to be seen when you have a weapon drawn.
- You're less likely to be seen if you stick close to walls, than if you're out in open spaces.

Remember, if there's too much light for comfort in a space you want to cross, you can put out torches with Water Arrows.

Sound off.

Your enemies can see you, and they can also hear you. Your footsteps make more noise running than walking, so only run when you must. Be aware of the floor surface, and walk on carpets or grass if you have the option. Tile floors and metal gratings are going to be noisy - use moss arrows to muffle your footsteps when crossing these surfaces.



Sound on

You can learn much about your situation by listening. Listen at doorways before you open doors. Listen at hallway junctures. Most creatures make sounds while they move around, whether it's whistling, muttering, or just the sound of their feet. And just as in real life, you'll have an easier time hearing faint sounds if you yourself are standing still.

Take the high ground

When possible, look for positions where you can look down on your enemies. They're less likely to see you up on a wall, or crouching in the rafters. Also, even if they do see you, they won't be able to reach you easily, and unless they have a ranged attack, you'll have time to escape.

Even the odds

If you're confronted with more foes than you can reasonably handle (which, in most cases, is more than one), try to arrange things so that you can engage them one at a time. If you can successfully knock out a guard (as opposed to killing him), he'll make less noise as he goes down, and is less likely to alert others.

Hide the evidence

If you defeat an opponent, hide the body in the shadows, so that other passers-by won't be alerted to your presence. If you have Water Arrows to spare, use them to clean up incriminating blood stains. Closing doors behind you can also serve to keep anyone from becoming suspicious.

DEFAULT CONTROL CONFIGURATION SUMMARY

2 Button Mouse		3 Button Mouse	
<i>Use Weapon</i>	Mouse Button 1	<i>Use Weapon</i>	Mouse Button 1
<i>Use Item</i>	Mouse Button 2	<i>Use Item</i>	Mouse Button 2
		<i>Block</i>	Mouse Button 3

Run	W	<i>Numpad _8</i>	Up Arrow
Walk	S	<i>Numpad _5</i>	
Backpedal	X	<i>Numpad _2</i>	Down Arrow
Turn Left	A	<i>Numpad _4</i>	Left Arrow
Turn Right	D	<i>Numpad _6</i>	Right Arrow
Strafe Left	Z	<i>Numpad _1</i>	Alt/Turn Left
Strafe Right	C	<i>Numpad _3</i>	Alt/Turn Right
Lean Left	Q	<i>Numpad _7</i>	
Lean Right	E	<i>Numpad _9</i>	
Jump	SPACE	<i>Numpad _0</i>	

Jump/Block	SPACE	<i>Numpad _0</i>
Crouch	F	<i>Numpad _ENTER</i>
Look Up	T	<i>Page Up</i>
Look Down	G	<i>Page Down</i>
Center View	V	<i>Numpad _DEL</i>
Drop Item	R	
Map	M	
Objectives	O	
Menu	ESC	

Cycle Inventory Forward	Tab	Numpad _*	Left Bracket
Cycle Inventory Backward	Shift/Tab	Numpad _/	Right Bracket
Clear Inventory	Backspace		
Screen Gamma Adjust	+, -		

Clear Weapon	~	select Air Potion	F2
Sword	1	select Holy Water	F3
Blackjack	2	select LockPick 1	F4
Broadhead Arrow	3	select LockPick 2	F5
Water Arrow	4	select Flash Bomb	F6
Fire Arrow	5	select Gas Mine	F7
Moss Arrow	6	select Mine	F8
Gas Arrow	7	select Compass	F9
Rope Arrow	8	Take Screenshot	F10
Noisemaker Arrow	9	Quick Save	F11
Select Healing Potion	F1	Quick Load	F12

THIEF

THE DARK PROJECT



Check Out the README!

Please refer to the accompanying README file on the CD for late-breaking information and updates not covered in the Thief: The Dark Project manual.

Preparing Your Hard Drive

To ensure that your installation is trouble free, you should check to see that your hard drive and file system are both tuned for optimum performance. Windows 95/98® comes with two utility programs that find and fix any errors and optimise your hard drive's performance. The first of these programs is called ScanDisk. ScanDisk will check your hard drive for problems and can fix any that it finds. You can run ScanDisk by clicking on the START button from the Windows 95/98® taskbar, followed by "Programs", then "Accessories", then "System Tools", and finally "ScanDisk".

Once ScanDisk has finished running, you should next optimise your hard drive's performance by running a program called Disk Defragmenter. You can run Disk Defragmenter by clicking on the START button from the Windows 95/98® desktop, followed by "Programs", then "Accessories", then "System Tools", and finally "Disk Defragmenter".



INSTALLATION/SET-UP

After you insert the CD into your CD-ROM drive, a Thief: The Dark Project start menu should automatically appear on your screen. If it does not appear then open the "My Computer" folder and then double click on your CD-ROM drive's icon to open the Thief: The Dark Project intro. menu. The first time you put the Thief: The Dark Project CD in your drive the menu should have a button labelled "Install", just click this button and follow the on-screen prompts to complete the installation. Once Thief: The Dark Project is installed the intro. menu will have a "Play" button - just click this button to start playing Thief: The Dark Project once it has been installed.

Help! Thief: The Dark Project has hosed my system, and I suspect that DirectX is the culprit. How can I restore my original drivers?

YOU CANNOT REMOVE DIRECTX FROM YOUR SYSTEM, but you can restore the original audio and video drivers which the installation of DirectX will have replaced. If you enter the Windows 95/98® CONTROL PANEL and click on the ADD/REMOVE PROGRAMS icon, you should see a list of all of the programs that are registered with Windows 95/98® in the Add/Remove Programs Properties panel.

If you see a listing for "DirectX Drivers", double-click it to open the DirectX Set-up panel. At the bottom of this panel, there should be a button labelled Restore Display Drivers. Clicking on this button should restore the original video drivers. After that, click on the other button labelled Restore Audio drivers. This should restore the original audio drivers. Once again, please note that while this will restore the older drivers that were replaced by DirectX, it will NOT remove DirectX nor will it automatically cure problems you may have been experiencing either installing or running Thief: The Dark Project. Though DirectX will remain on your system, the restoration of the older drivers may then allow you to run the program. If not, you will need to contact your system vendor for 100% DirectX-compatible drivers for your video and/or sound cards OR visit the web site of the respective hardware manufacturer[s].

CONTACTING TECHNICAL SUPPORT

If you require technical assistance, call the Technical Support helpline on:

+44 (0)20 7928 9655

or fax

+44 (0)20 7261 0540

or e-mail us on

webmaster@sold-out.co.uk

THIEF: THE DARK PROJECT CREDITS

Development Team

Leads

Greg LoPiccolo	Project Leader
Tom Leonard	Lead Programmer
Mark Lizotte	Lead Artist
Tim Stellmach	Lead Designer
Doug Church	as Himself

Executive

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Producer	Josh Randall
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Programmers	Chris Carollo
	Kate Jenkins
	Marc "Mahk" LeBlanc
	Mat MacKenzie

Renderer:	Sean Barrett
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Hardware

Rendering and D3D Support:	Kevin Wasserman
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	Mike Ryan
	Randy Smith
	Sara Verrilli

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	Robb Waters

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	Jennifer Hrabota

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	James Fleming
	Cynthia Monter
	Darren LaFreniere
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	Rob "Xemu" Fermier
	Zarko Bizaca
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	Ian Vogel
	Nate Wells
	Jeff Yaus

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Erin Coughlan
Brennan Priest
Marlon Carlo Violette
Nate Wells

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Dorian Hart
Sara Verrilli

Prisoners

Geoffrey Stewart
Andy Meuse

Cutscenes

Direction, art, animation
Co-Direction and editing
Music and audio
Screenplay

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Josh Randall
Eric Brosius
Terri Brosius

with help from

Erin Coughlan
Jennifer Hrabota
Marlon Carlo Violette
Robb Waters
Nate Wells

ApeBeasts
Keeper
Cutty
Murus
Ramirez
Renault
The Eye

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Nate Wells
Dan Thron
Randy Smith
Dan Thron
Dan Thron
Dan Thron

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Constantine
Viktoria

Steven Russell
Joffrey Spaulding
Terri Brosius

Guards

Steven Russell
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Hammers

Stephen Russell
Joffrey Spaulding

Manual

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Special Thanks	Warren Spector, Constantine Hantzopoulos, Sandra Smith, TTLG, Liz Hincks, Bill Carlson.

An a.c.e. manual

Eidos Credits

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QA Manager	Tony Bourne
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Special Thanks	MS-MBK!

NOTES